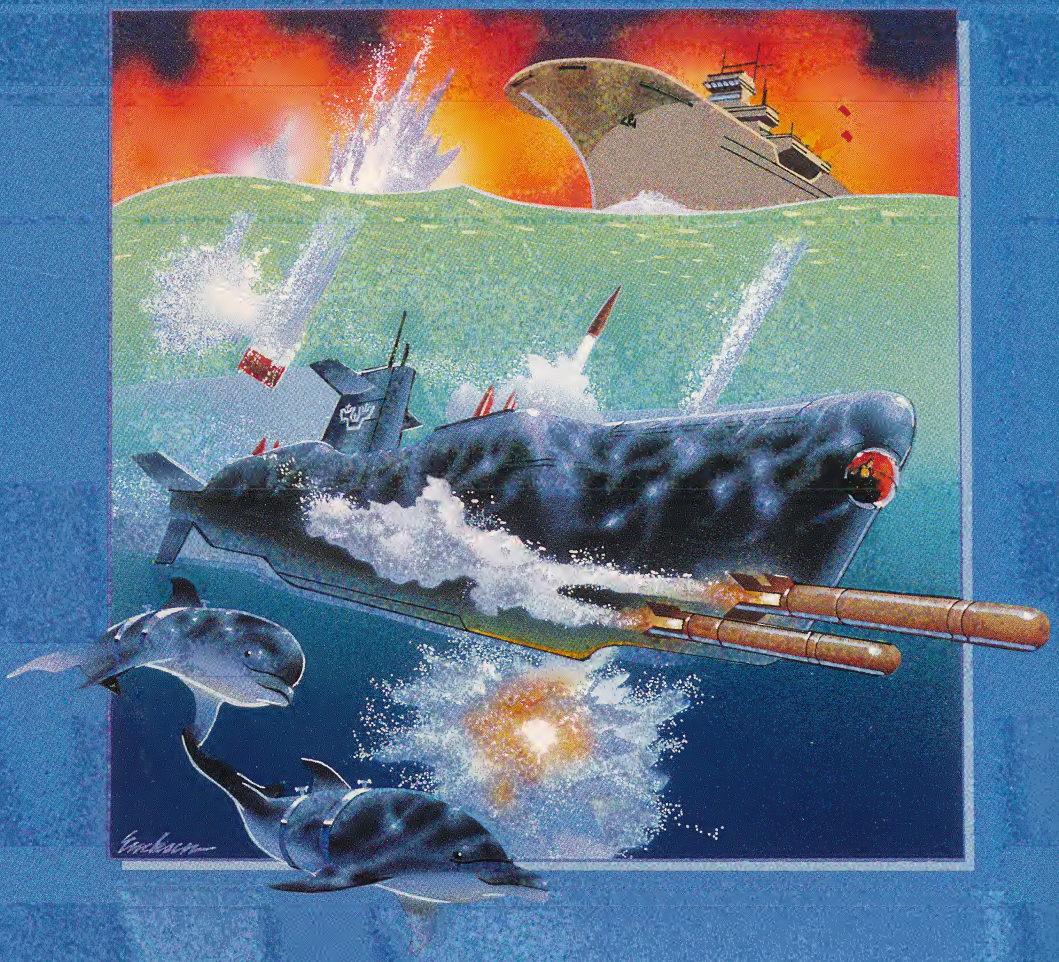
SEAFOX



For the ATARI computer

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Broderbund Software

SEAFOX

For the ATARI computer

by Ed Hobbs

Excitement and danger under the sea! From the depths of the ocean in a lone submarine, you try to destroy a convoy of enemy ships and its escort while staying alive amidst exploding depth charges, mines and torpedoes. Superior maneuvering ability, courage and an aquatic ally are your only hope for survival in the battle.

- *An arcade style game*
- *Five different levels of play*
- *Joystick controlled*
- *Requires 48K Atari 400/800*

This program is fully guaranteed. If it ever fails to boot return the original disk to Brøderbund Software for a free replacement. If you have physically damaged the disk please include five dollars for replacement.

Brøderbund Software

BRØDERBUND SOFTWARE, INC./ENTERTAINMENT SOFTWARE DIVISION
1938 Fourth Street, San Rafael, California 94901 Telephone (415) 456-6424

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SEAFOX

ATARI INSTRUCTIONS

You will start the game with three submarines. Press the joystick button to begin. Press OPTION at any time to pause. Press START to resume play.

Torpedoes may be fired by pressing the joystick button. Up to three may be fired in succession. Submarine movement is controlled by the joystick.

Objective:

As the submarine captain, you must destroy all of the merchant ships [the top row of ships] in order to move on to your next mission. Try not to hit hospital ships. It's a violation of international law to do so, and the negative consequences can be pretty immediate. Skillful maneuvering will be necessary on advanced missions in order to survive exploding depth charges, torpedo fire, and magnetic mines. Bonus points will be awarded for successfully completing each mission.

Your sub has a limited supply of fuel and torpedoes which must be replenished frequently. A supply ship will pass by occasionally near the ocean bottom and release a trained dolphin carrying fuel and torpedoes. You must make contact with the dolphin's supply pack in order to resupply your vessel. If your sub harms the dolphin, watch out! He has many friends in these waters and they won't take too kindly to it. Giant clams may interfere with refueling so it's best to get to the supplies in a hurry.

Scoring:

Enemy submarines — 100 points
Merchant ships — 200 points. Point value increases by 100 points per level. [300 for level two, etc.]
Destroyers — 150 points
Depth charges — 20 points
Enemy torpedoes — 50 points
Magnetic mines — 50 points
Giant clams — 50 points
Bonus — 2000 points on level one. Point value increases by 1000 points per level. [3000 for level two, etc.]

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Sorgfältig Einsetzen

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50°F–125°F

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